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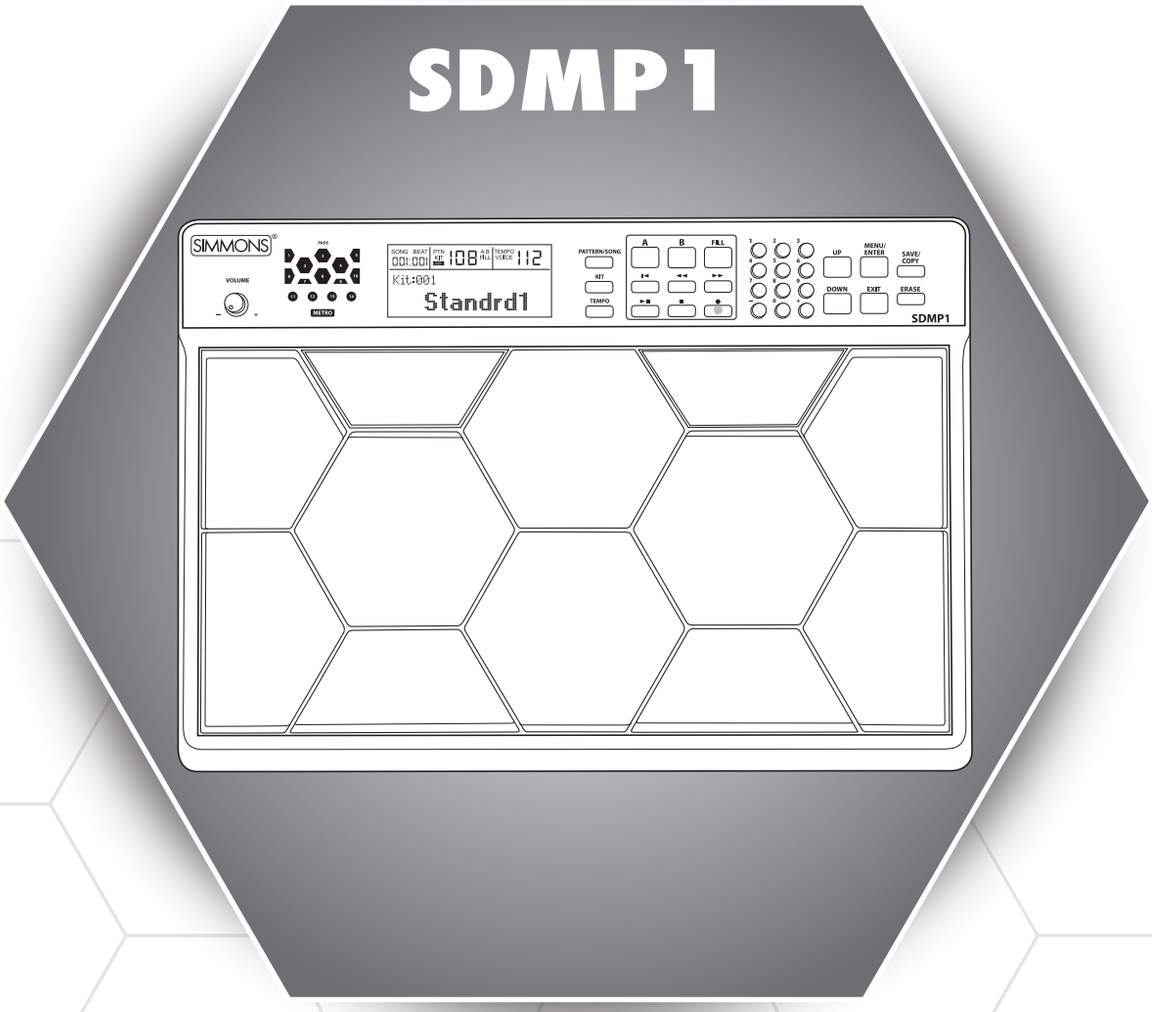
SDMP1



Electronic Multi-Pad & Drum Machine

ADVANCED OWNER'S MANUAL

www.simmonsdrums.net

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One (1) Year Limited Warranty
Subject to the limitations set forth below, Simmons® hereby represents and warrants that the components of this product shall be free from defects in workmanship and materials, including implied warranties of merchantability or fitness for a particular purpose, subject to normal use and service, for one (1) year to the original owner from the date of purchase.

Retailer and manufacturer shall not be liable for damages based upon inconvenience, loss of use of product, loss of time, interrupted operation or commercial loss or any other incidental or consequential damages including but not limited to lost profits, downtime, goodwill, damage to or replacement of equipment and property, and any costs of recovering, reprogramming, or reproducing any program or data stored in equipment that is used with Simmons® products. This guarantee gives you specific legal rights. You may have other legal rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

Simmons
P.O. Box 5111
Thousand Oaks, CA 91359-5111

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Made in China 1009-9185

FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

    - Reorient or relocate the receiving antenna.
    - Increase the separation between the equipment and receiver.
    - Connect the equipment into an outlet on a different circuit.
    - Consult an experienced radio/TV technician for help.

CONGRATULATIONS!

Thank you for purchasing the Simmons® Digital Multi-Pad & Drum Machine.

To get the most enjoyment from your new multi-pad, we recommend that you review this manual at least once, then refer back to it often to learn more about specific functions.

This Advanced Owner's Manual and its Software Supplement Guide can be downloaded from the Simmons website at www.simmonsdrums.net.

So we may better serve you, please register your warranty today at www.simmonsdrums.net.

TAKING CARE OF YOUR MULTI-PAD & DRUM MACHINE

Location

Keep the unit away from direct sunlight, high temperature sources, and excessive humidity to prevent deformation, discoloration, or more serious damage.

Power Supply

- Turn the power switch OFF when the SDMP1 is not in use.
- The AC adapter should be unplugged if the SDMP1 is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi-plug adapters, since these can reduce sound quality, cause operation errors and result in possible damage.
- Turn OFF the SDMP1's power switch and all related devices prior to connecting or disconnecting cables to avoid damaging the unit.

Handling and Transport

- Never apply excessive force to controls, connectors, and other parts.
- Unplug cables by gripping the plug firmly. Do not pull on the cables.
- Disconnect all cables before moving the module.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the module can result in scratches and more serious damage.

Cleaning

- Clean the module with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or paint thinner.
- To avoid discoloration, do not place vinyl objects on top of module.

Electrical Interference

- The SDMP1 contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SDMP1 further away from the affected equipment.

Service and Modification

- There are no user-serviceable parts in the SDMP1.
- Do not attempt to open the drum module or make any changes in the circuits or parts of the unit. This would void the warranty.

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GENERAL FEATURES

Audio Outputs : Master (right and left/mono) and headphone output (stereo)

Aux Input : TRS 1/4"

USB Port : USB 2.0, full speed

MIDI Port : MIDI IN and OUT (soft THRU supported)

Pads : 10 velocity sensitive pads, and 2 external (dual trigger supported) inputs

Pedals : 2 velocity-sensitive pedals (1 hi-hat and 1 general/kick)

Drum Kits : 100 (41 preset + 59 user)

Pattern Sets : 100 sets (50 preset + 50 user)

Songs : 100

Drum/Percussion Voices : 731

Polyphony : 64

Timing Resolution : 192 ppqn

Tempo Range : 20-255 bpm

Sample/DAC :16/24 bit

Power : DC 9V

Display : Backlit LCD and LED indicators

BASICS

The SDMP1 consists of two main functions: **Sound Module** and **Drum Machine**.

Sound Module: 16- and 24-bit built-in drum sounds.

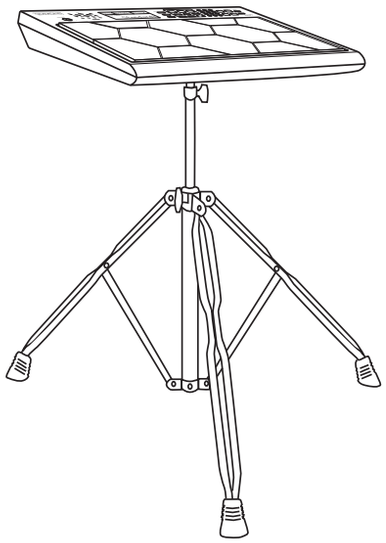
- In KIT mode you can select a preset kit or create your own user kit.
- In the KIT EDIT sub-mode, you can select the voice of each pad and adjust the seven available parameters to customize your sound.

Drum Machine: An advanced, easily editable digital recorder. There are three modes in the drum machine: PATTERN, PATTERN EDIT, and SONG.

- PATTERN mode plays preset or user patterns.
- PATTERN EDIT mode allows you to edit and create patterns through Step Recording.
- SONG mode allows you to create and play songs using pre-set or user patterns.

PLAYING OPTIONS

Besides playing your new SDMP1 on a tabletop, you can also easily mount it to the Simmons SDESS Electronic Support Stand (sold separately). Visit simmonsdrums.net for more info.



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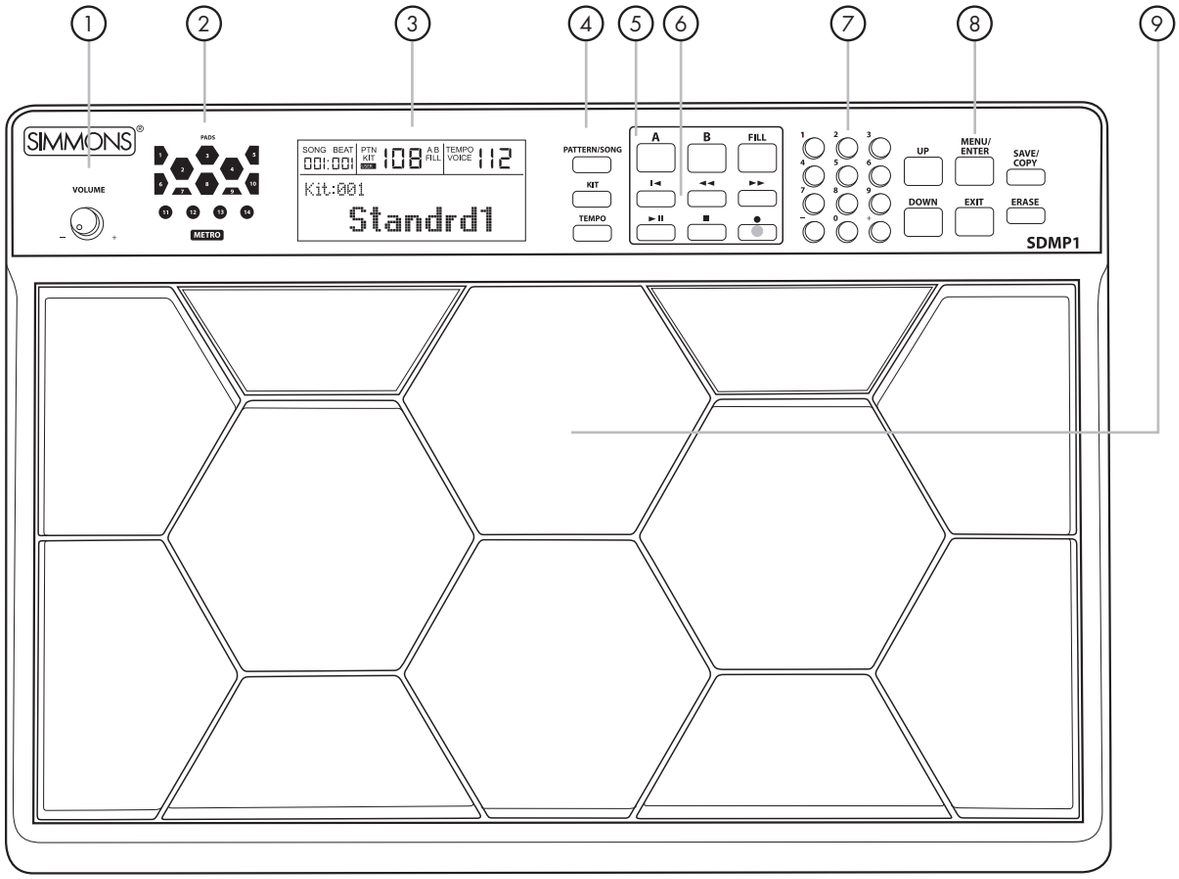
NAVIGATION



1. **Volume**
   Sets the main volume for master out and headphones.

2. **Pad Indicator Lights**
   Shows which pad is being played or edited.

3. **LCD Screen**
   See LCD section (on page 7) for full description.

4. **Mode Buttons**
   The **[PATTERN/SONG]** button allows you to choose between PATTERN and SONG.

   The **[KIT]** button allows you to change kits.

   The **[TEMPO]** button allows you to change the tempo of a pattern or song.

5. **Pattern Buttons**
   Allows you to choose among the A, B, or Fill Patterns.

6. **Transport Buttons**
   Play/Pause, Stop, Forward, Reverse, Record, and Start.

7. **Data Entry Buttons**
   Allows you to input data to change voice parameters, patterns and songs.

8. **Function Buttons**
   Allows you to choose Menus, Exit, Save/Copy, Erase, and Up & Down functions.

9. **Playing Surface**
   There are 10 pads on the SDMP1. When a pad is struck it triggers a voice.

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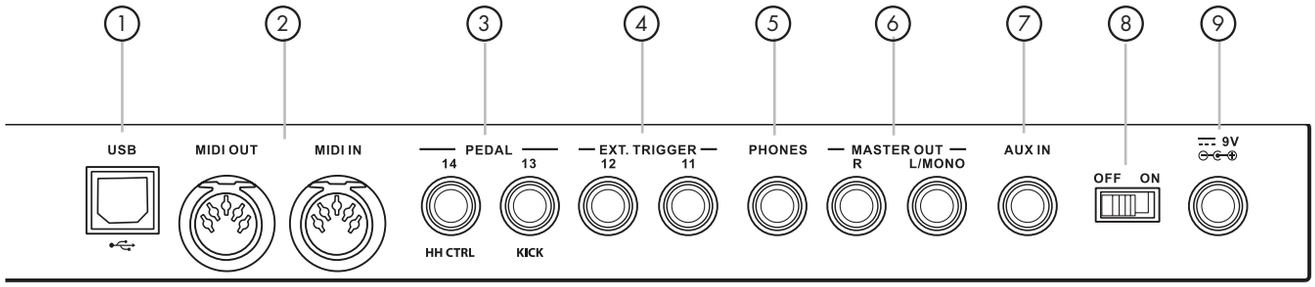
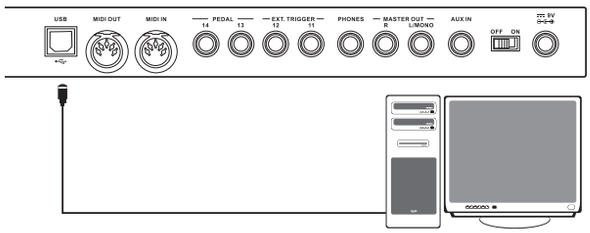
REAR PANEL



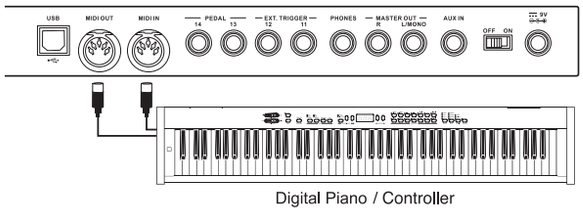
① USB

This port is used to connect to a computer (MIDI In/Out via USB).



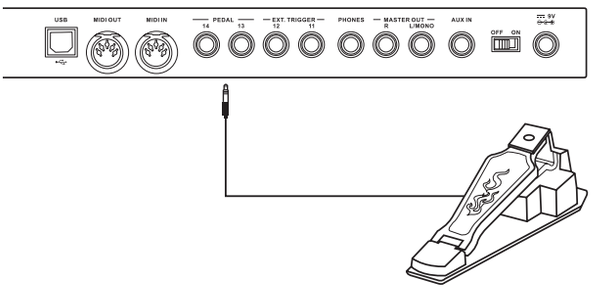
② MIDI OUT AND IN

These ports allow communication with other products equipped with a MIDI interface. For more information, please refer to the MIDI section of this manual (page 13).



③ PEDAL INPUTS

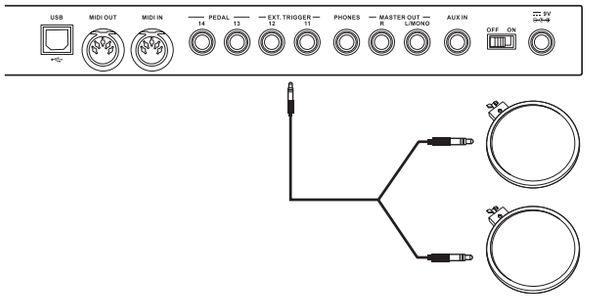
Attach the Hi-Hat and Kick Bass Drum pedals here. (Sold separately)



④ EXT. TRIGGERS

The SDMP1 has two additional auxiliary trigger input jacks, which let you expand the kit with optional pads. Each AUX input can be configured individually for use with a dual-zone pad (head/rim), or two single-zone pads.

The compatible pads are one SDP11DP 11" dual-zone snare pad, or two SDP9DP 9" pads. You can use 2-mono to 1-stereo y-cable to connect two single-zone pads to a single input.



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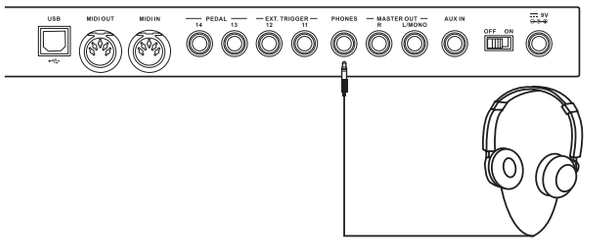
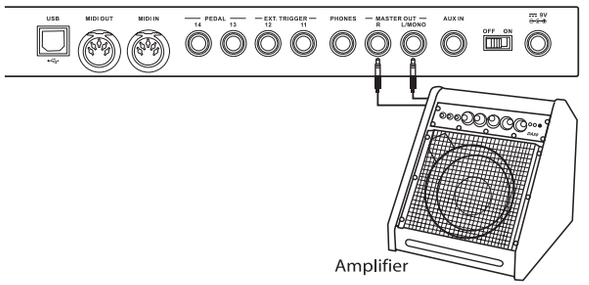
⑤ HEADPHONES

A set of stereo headphones can be connected to the PHONES jack.



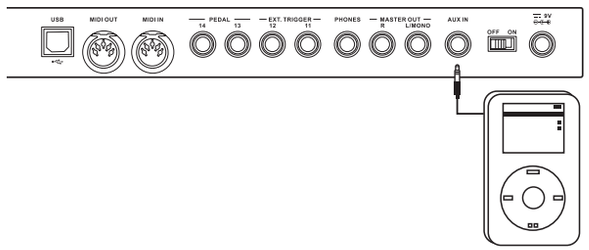
⑥ MASTER OUT

When using an amplifier such as the Simmons DA50 or DA200S, connect the Output L/MONO and R jacks to the input of the amplifier. For mono playback, use the L/MONO jack; for stereo playback, connect both L/MONO and R jacks.



⑦ AUX IN

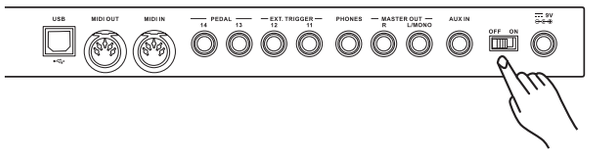
Connect the audio output of an MP3/CD player or other audio source to the stereo AUX IN jack on the rear panel. The input signal is mixed with the drum signal, allowing you to play along.



⑧ POWER SWITCH

After confirming that all connections have been completed, rotate the volume knob to the left (to its minimum volume level) before switching the power ON.

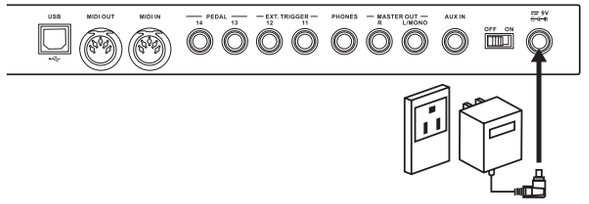
Set the power switch to the ON position. The LCD screen will display Pattern 001 and the corresponding name.



⑨ POWER SUPPLY

Connect the power adapter to the DC IN jack.

Note: Make sure the power is switched OFF when connecting the drum module with external devices.



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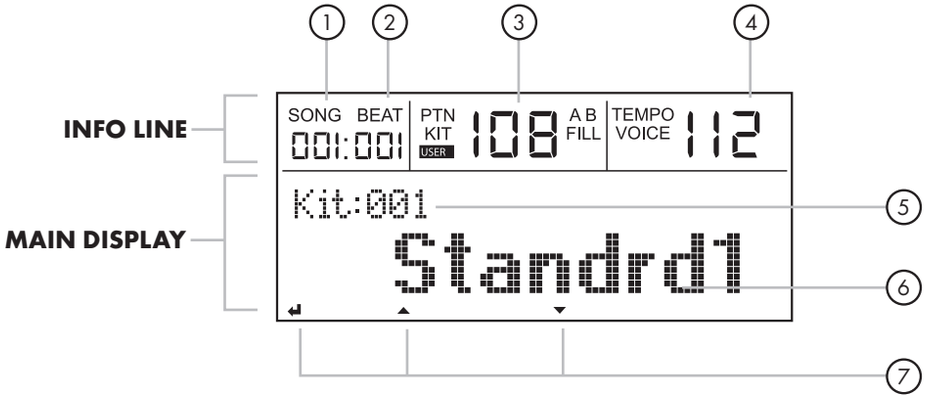
LCD SCREEN



The LCD (Liquid Crystal Display) screen is divided into two areas: **Info Line** and **Main Display.**

Info Line:

1. Song number: Shows the song number while in SONG mode or the current beat number while in PATTERN mode.
2. Beat number: Shows the current beat number while in SONG mode and total number of beats while in PATTERN mode.
3. Pattern/Kit number: Shows what pattern, preset kit or user kit number the unit is currently set to.
4. Tempo/Voice: Shows the current voice or tempo.

Main Display:

5. This area displays mode names and their corresponding number or parameter.
6. The main part of this display shows the current kit, pattern or song name, and all the various menus. In all menus, the current selected field is highlighted (inverted, on black background).
7. The bottom part of the screen is for LCD navigation in conjunction with the **[UP]** and **[DOWN]** or **[MENU/ENTER]** buttons that are located on the control panel.

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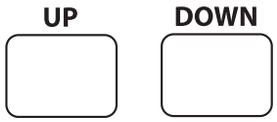
MENU TREE

The SDMP1 Menu consists of a two-level tree structure. Each Function has a Level-1 main menu with corresponding Level-2 configuration pages.

To access the Level-1 menu pages, press the **[MENU/ENTER]** button:

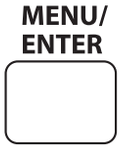
Then press the **[UP]** / **[DOWN]** buttons to scroll through the 7 menu pages:



LEVEL-1 MENUS

Recording Setup	**[Rec Setup]**
Drum Kit	**[Drum Kit]**
Instruments	**[Instruments]**
Triggers	**[Triggers]**
MIDI Setup	**[MIDI Setup]**
Metronome	**[Metronome]**
Utility	**[Utility]**

Select the desired Level-1 Menu and press **[MENU/ENTER]**.



LEVEL-2 MENUS

Record Setup

Pattern no. / Name
Length
Record Mode
Precount
Resolution
Swing
Offset

Drum Kit

Kit no. / Name
Volume
Mode

Utility

Load Default
Data Transfer – Process Yes/No

Instruments

Pad No. / Name
Volume
Pan
Reverb Level
Pitch
Repeat
Exclusive

Triggers

Pad No.
- Sensitivity
- Threshold
- Velocity Curve

Pedal No.
- Function
- Splash Sensitivity (Hi-Hat)

MIDI Setup

MIDI Channel
Pattern Output
Pad Output
Sync Mode
Note Map
Soft Through

Metronome

Click
Volume
Interval

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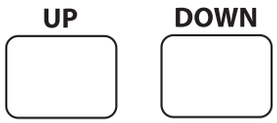
NAMING

In various modes, you can input a name up to 8 characters (User Kit name, User Pattern name or User Song name).

In NAMING mode, the **[UP] / [DOWN]** buttons are used as up/down cursor controls to select a character.

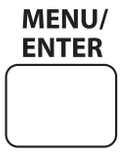


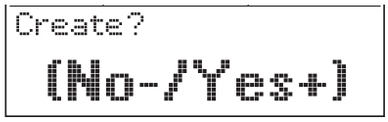
The highlighted character can be changed using the **[+]** / **[-]** buttons.

Pressing the **[+]** / **[-]** buttons allows scrolling through the following character groups:

- Special characters (space,',-,_)
- Numeric (0,1,..., 9)
- Uppercase (A, B,..., Z)
- Lowercase (a, b,..., z)

When you have finished inputting the name, press the **[MENU/ENTER]** button, then press Yes **[+]** to confirm or No **[-]** to cancel.





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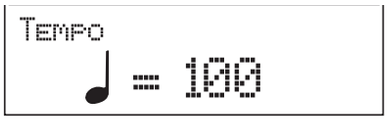
GETTING STARTED

SETTING YOUR TEMPO

PRESS **[TEMPO]** to enter the kit page.

The current beats-per-minute will be displayed. Default=100.

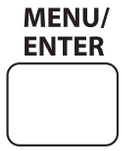


Use **[+]** / **[-]** buttons to adjust the tempo.

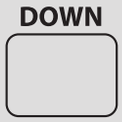
The value entered will take effect immediately and be retained until changed or the SDMP1 is powered on again.

INSTRUMENT SETUP

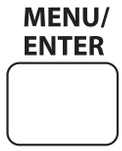
Press **[MENU/ENTER]** to enter Level-1 menus.



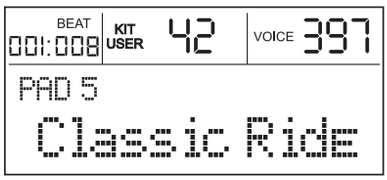
Press **[DOWN]** to select "Instruments."



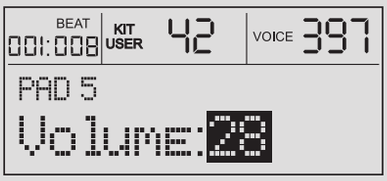
Press **[MENU/ENTER]** to enter the Level-2 Instrument setup menus.



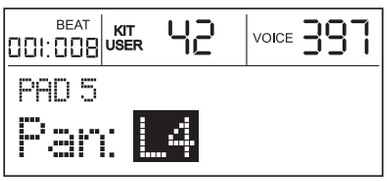
A screen will be displayed with the trigger name and voice setting for the currently selected pad or pedal. The voice may be changed using the **[+]** / **[-]** buttons or selected with the numeric keys. The pad or pedal may be changed by striking the pad or depressing a pedal.



Press **[DOWN]** to select the "Volume" screen. The volume may be set from 0-32 using the **[+]** / **[-]** buttons or selected with the numeric keys. Default=28



Press **[DOWN]** to select the "Pan" screen. The focus may be may be set ranging from Left 8 to Right 8 using the **[+]** / **[-]** buttons. Default=Ctr



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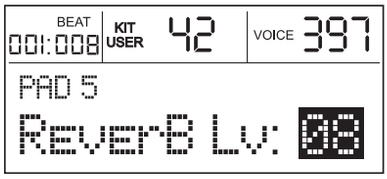
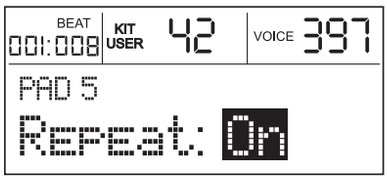
Press **[DOWN]** to select the "Reverb" screen. The level may be may be set from 0-32 using the **[+]** / **[-]** buttons or the numeric keys. Default=8.



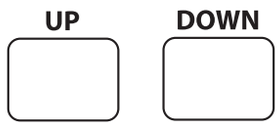
Press **[DOWN]** to select the "Pitch" screen. The pitch of the voice may be varied from -8 to +8 using the **[+]** / **[-]** buttons. Default=0

Press **[DOWN]** to select the "Repeat" screen. Repeat may be set to "On" or "Off" using the **[+]** / **[-]** buttons. When Repeat is set to "On" for a cymbal, a previous note will not be cut off by striking the trigger again. Default=On



Press **[DOWN]** to select the "Exclusive" screen. Exclusive allows assignment of Hi-Hat voices (Open, Closed, Pedal) in exclusive groups. If Open Hi-Hat and Closed Hi-Hat are assigned to the same group, the Closed Hi-Hat will cut off the Open Hi-Hat sound. May be set to "Off," "Group 1" or "Group 2" using the **[+]** / **[-]** buttons. Default=Off

The Level-2 menus may be navigated at any time using the **[UP] / [DOWN]** buttons.



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ADJUSTING TRIGGER PARAMETERS

Press **[MENU/ENTER]** to enter the Level-1 selection menu.

Then press **[DOWN]** until Triggers is displayed.

Press **[MENU/ENTER]** again to enter the Trigger adjustment function.

Select the pad to adjust by striking the desired pad.

There are 3 adjustments to each pad, allowing you to customize your sound even more. They are Sensitivity, Threshold and Velocity Curve.

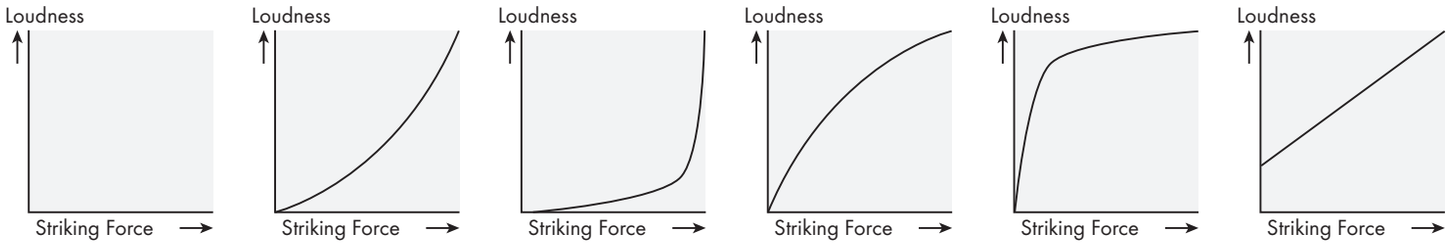
Sensitivity: This adjusts the pad's overall sensitivity from 1 to 16.

Default settings are:

PADS	DEFAULT
1, 5	9
6, 10	7
7, 9	8
2, 3, 4, 8	5

Threshold: This adjusts the pads signal threshold (1-16). Default=11.

Velocity Curve: This adjusts the relationship between the velocity (striking force) and loudness (the dynamic curve). There are 6 styles (Normal, Exp1, Exp2, Log1, Log2, Loud). See graphic below.



Pedal triggers include more adjustments depending on their function.

Function: Selects between general trigger/hi-hat pedal, play/pause control and fill control.

Note: If the pedal functions as a general trigger, you can adjust the Sensitivity, Threshold and Velocity Curve just like the pads. But if it functions as a hi-hat pedal (marked as Trigger 14) you can adjust an additional parameter, Splash Sensitivity.

Splash Sensitivity: This adjusts the sensitivity of the splash pedal, 1 - 5.

Note: If the pedal functions as play/pause control or fill control (marked as Trigger 13), the pedal will have the same function as the corresponding key on the panel.

Note: After adjusting trigger parameters, press **[SAVE / COPY]** to save your settings.

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MIDI SET UP

To set up your SDMP1 for MIDI operation, the following configuration pages are available:

MIDI channel	**[Channel]**
Pattern Output	**[Ptn Out]**
Pad Output	**[Pad Out]**
Sync Mode	**[Sync]**
Note Map	**[PAD #][MIDI Note]**
Soft Through	**[Soft Throu]**

Press **[MENU/ENTER]** to access the Level-1 menu pages.

Press **[UP] / [DOWN]** buttons to select "MIDI Setup," then **[MENU/ENTER]** again to access the Level-2 configuration pages.

Press **[UP] / [DOWN]** buttons to access and specify the following MIDI Setup options:

MIDI Channel: Press the **[+]** / **[-]** buttons to select the desired MIDI channel (1 - 16). Default=10

Pattern Output: Press the **[+]** / **[-]** buttons to enable or disable output of MIDI events during pattern play back.

Pad Output: Press the **[+]** / **[-]** buttons to enable or disable output of MIDI notes when pads or pedals are triggered.

Sync Mode: Press the **[+]** / **[-]** buttons to select Sequencer Sync Mode (Master / External). Default=Master. (See Sync With Midi Clock on next page.)

Note Map: Strike the desired pad or depress the desired pedal, then press **[+]** / **[-]** to select the desired MIDI note for that trigger (0 - 127). (See Defaults on next page.)
Note: When the MIDI note is changed, **[SAVE / COPY]** must be pressed to save it.

Soft Through: Press **[+]** / **[-]** to enable or disable soft MIDI through (merge MIDI In stream with MIDI Out stream).

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Sync With Midi Clock

If Master (internal sync mode) is selected, the SDMP1 will send MIDI clock (F8) via MIDI output or USB port according to the current tempo setting.

If external sync mode is selected, the SDMP1 will accept MIDI clock from host device via MIDI input or USB port and adjust the current tempo setting.

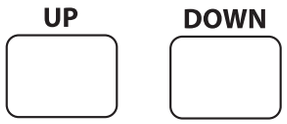
MIDI Out Note Defaults

PAD/PEDAL	OUT NOTE	PAD/PEDAL	OUT NOTE
1	49	8	38
2	48	9 (HH Closed)	42
3	45	10 (HH Open)	46
4	43	11 - Ext. 1	28
5	51	12 - Ext. 2	57
6	27	13 - Kick	29
7	36	14 - HH CTRL	30

FACTORY RESET

Press **[MENU/ENTER]** to access the Level-1 menu pages.

Press **[UP] / [DOWN]** buttons to select "Utility" then **[MENU/ENTER]** again to access the Level-2 configuration pages.



To reset the SDMP1 to its original factory settings, do the following:

Press the **[MENU/ENTER]** button again to load the "Load Default" page.

Press **[-]** or **[EXIT]** to cancel or **[+]** to reset all factory settings.

Note: There will be no confirmation required after pressing **[+]**, reset will reply "Success!" and return to the Level-2 configuration page.

Warning: All user data and settings that have not been saved in a User Kit, Pattern or Song will be erased.

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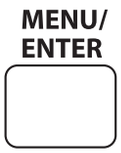
RECORDING SET UP

To setup your SDMP1 for recording, do the following:

Press **[PATTERN/SONG]** to select the desired song or user pattern.

Press **[MENU/ENTER]** to access the Level-1 menu pages.

Press **[MENU/ENTER]** again or use the **[UP]** / **[DOWN]** buttons to select "Rec Setup."



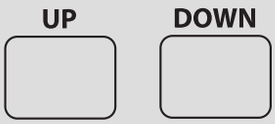
The current pattern number or song and associated name will be displayed.

Level-2 Configuration Pages

Press **[MENU/ENTER]** again if the pattern or song is to be renamed.

(See Naming and Saving User Patterns.)

Press the **[UP]** / **[DOWN]** buttons to select the other Level-2 configuration pages.



Length: Displays the current pattern length (1 - 128). Default=8

Record Mode: Normal or Step mode. Default=Normal

Precount: In Pattern mode, this displays the specified beat number (0 – 9) on which to begin recording. This setting can be adjusted before recording. Default=0

Resolution: In Pattern mode, this adjusts the precision of timing correction, or quantize resolution and supports 1/4, 1/6, 1/8, 1/12, 1/16, 1/24, 1/32, 1/48 and Off. Default=Off

Swing: In Pattern mode, this adjusts the quantize swing (50% - 75%). Default=50%, or right on the beat.

Offset: In Pattern mode, this adjusts the pattern part offset, –191 to +191 ticks. Default =0
Note: After adjusting the pattern length or offset, press the **[MENU/ENTER]** button to confirm.

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DRUM KITS

SELECTING PRESET KITS

Press **[KIT]**, to enter the kit page, the LCD will display the kit number and name.

Use **[+]** / **[-]** buttons or data entry buttons to select a pre-set kit (001-041).

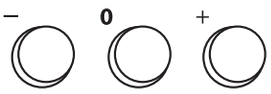
The LCD will display "Open Kit".

Refer to the Kit List in the appendix of this manual for a complete list of kit names.

SELECTING USER KITS

PRESS **[KIT]** to enter the kit page.

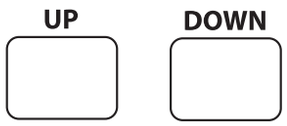
Use **[+]** / **[-]** buttons or data entry buttons to select USER kit (042-100).



Press **[MENU/ENTER]** and choose the "KIT" or "INSTRUMENT" sub-menu.

The current pad to be edited can be selected by striking the pad. The pad indicator lights up to show which pad is currently selected.

Use the **[UP]** / **[DOWN]** buttons to scroll through the various parameter menus.



Press the **[DOWN]** button to get to the Volume page.

Use the **[+]** / **[-]** buttons or the data entry buttons to change the value.

Press the **[DOWN]** button to get to the Pan page.

Use the **[+]** / **[-]** buttons or the data entry buttons to change the value.

Press the **[DOWN]** button to get to the Reverb Level page.

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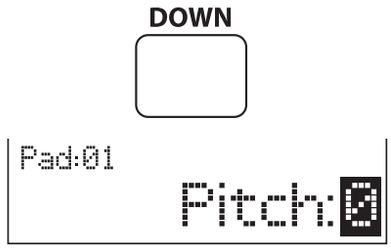
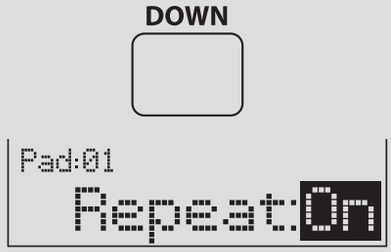
Press the **[DOWN]** button to get to the Pitch page.



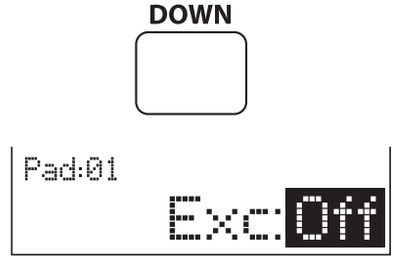
Press the **[DOWN]** button to get to the Repeat page.

When assigned to ON and you hit a pad repeatedly, the new hit will not cut off the previous hit sound. When set to OFF, the new hit will cut off the previous hit sound.



Press the **[DOWN]** button to get to the Exclusive page.

This assigns voices in Exclusive Groups (such as open hi-hat, close hi-hat and pedal hi-hat).When the open hi-hat and close hi-hat are assigned to a particular Group (1 or 2), the close hi-hat will cut off the open hi-hat sound.



Repeat the steps above for each pad in order to create your full kit.

PRESET KIT PARAMETERS

PAD/PEDAL	OUT NOTE
1 – CRASH 1	49
2 – TOM 1	48
3 – TOM 2	45
4 – TOM 3	43
5 – RIDE	51
6 – PERC	27
7 – KICK 1	36
8 – SNARE HEAD	38
9 – HIGH HAT CLOSED	42

PAD/PEDAL	OUT NOTE
10 – HIGH HAT OPEN	46
11 – EXT. 1 - AUX 1 RIM	28
11 – EXT. 1R - CRASH2	57
12 – EXT. 2 - AUX 2	29
12 – EXT. 2R - AUX 2 RIM	30
13 – KICK 2	35
14 – HIGH HAT CTRL PEDAL	44
14 – HIGH HAT CTRL SPLASH	39

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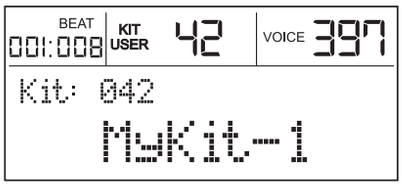
EDITING USER KITS

Press **[KIT]** to display current kit and use the **[+]** / **[-]** buttons or numeric keys to select the user kit to be edited (41-100).

Press **[MENU/ENTER]** twice to enter Kit Setup mode.

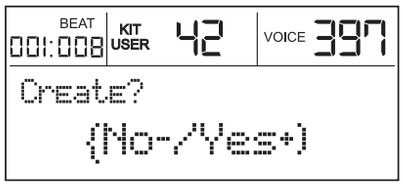


If the kit is to be renamed, press **[MENU/ENTER]** again to display the Kit Rename screen.

Use the **[+]** / **[-]** buttons to select the upper or lowercase letters, numbers, symbols or spaces for each character of the new name.

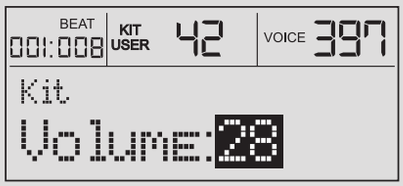
Use the **[UP]** and **[DOWN]** buttons to advance or retard the highlighted character to the desired position.

When the new name is entered, press **[MENU/ENTER]** to display the confirmation screen.



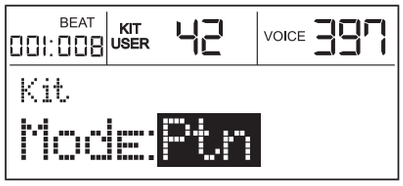
Press **[DOWN]** to display the Volume screen.

Use the **[+]** / **[-]** buttons or the numeric keys to select the desired volume.



Press **[DOWN]** to display the Mode screen. Select Ptn or Manual.

If Ptn is selected, the Kit will change with the pattern. If Manual is selected, the Kit selection must be changed manually.



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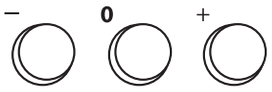
SAVING KITS

Press **[COPY/SAVE]**.

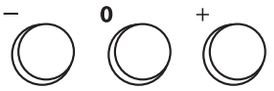
Use **[+]** / **[-]** to select the desired user kit number (42 – 100).



Press **[MENU/ENTER]**. Screen will show "No-/Yes+".
Press Yes **[+]** to confirm or No **[-]** to cancel.

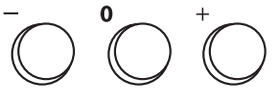
Press **[MENU/ENTER]** three times to enter the naming screen.

Use **[+]** / **[-]** buttons to select the characters and the **[UP]** / **[DOWN]** buttons to move the cursor.



Press **[MENU/ENTER]** and the Save Confirmation screen will be displayed.

Press Yes **[+]** to confirm or press No **[-]** to cancel.



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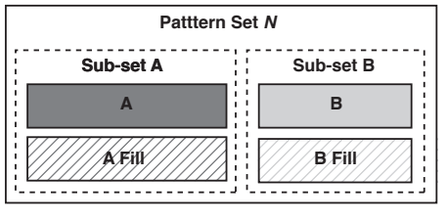
PATTERNS

PATTERN STRUCTURE

The SDMP1 includes 50 preset patterns (1 - 50) and 50 user pattern sets (51 - 100).

A "pattern" is the smallest rhythm unit in the SDMP1. Patterns contain several parts and they last several beats. A single pattern-set actually includes 4 patterns, 2 in sub-set A and two in sub-set B.



Patterns in the same sub-set – including the Main pattern and any Fills – will have the same length and will share the same drum kit.

CONTROLLING PATTERNS

The SDMP1 has six states in pattern mode: Standby, Playing, Playing paused, Record ready, Recording and Recording paused.

The following tables illustrate the state changes achieved by the control buttons when the SDMP1 is in each state.

BUTTON	STANDBY	PAUSED	PLAYING
■		Standby	Standby
▶II	Play	Play	Pause
●	Rec Setup		
▶▶	Next Pattern/Song		
◀◀	Prev Pattern/Song		

BUTTON	STANDBY	READY	RECORDING	PAUSED
●	Ready	Standby		
▶II	Record		Pause	Record
■			Standby	Standby

BUTTON	STANDBY	READY	PAUSED
●	Ready	Standby	
▶II	Ready	Standby	
■			Standby
▶▶	Step forward		
◀◀	Step backward		
[UP]			One note forward
[DOWN]			One note back

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PLAYING PATTERNS

Press **[PATTERN/SONG]** to enter the pattern page.

The LCD screen will display the pattern number and name.

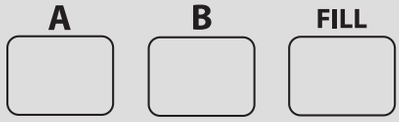
Use **[+]** / **[-]** buttons or data entry buttons to select a pattern (00–50 preset or 51-100 user).

Press **[PLAY/PAUSE]** to listen and play along.

Press **[PLAY/PAUSE]** or **[STOP]** to stop.

A B and Fill Patterns

These buttons can be used to select patterns from a pattern set or sub-set. During playback, **[FILL]** can be used to switch from the main pattern to a fill pattern. The general pedal input can also be used to duplicate the function of the **[FILL]** button.

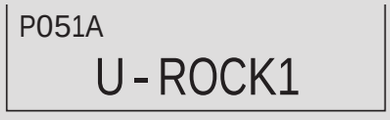


PLAYING FILL PATTERNS

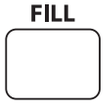
Fill patterns may only be selected for playing when in Stopped mode.

Fill patterns are not looped so the Next pattern during playback will be the Main pattern in the same sub-set or the alternate sub-set.

During pattern playback the Next pattern will default to the current pattern.



Pressing and releasing **[FILL]** while a pattern is playing will switch to the Fill and queue the Main pattern in the alternate sub-set as Next.



If **[FILL]** is held, the Next pattern will be the Main pattern in the same sub-set.

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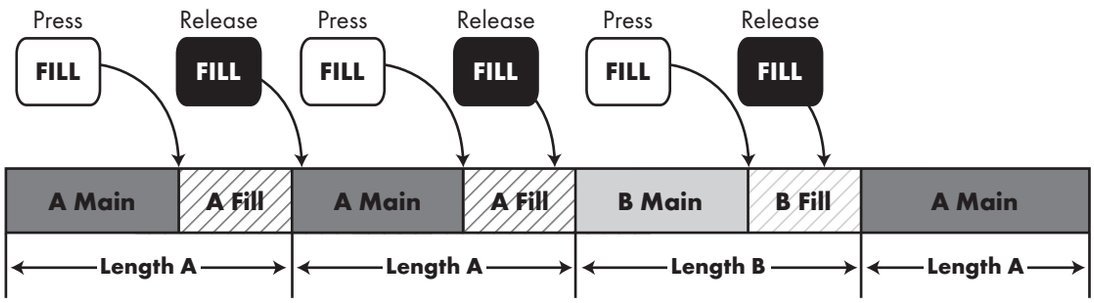
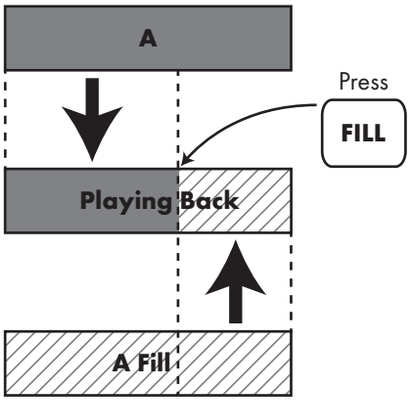
The Fill pattern will play as soon as you press the **[FILL]** button, and will finish at the conclusion of the current pattern's loop.





Note: The general pedal may be set up to duplicate the function of the **[FILL]** button.

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RECORDING PATTERNS

RECORDING A PATTERN IN NORMAL MODE

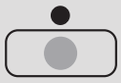
In normal mode, the current pattern will be looped during recording with the recorded notes overlapping. Recording can be paused by pressing **[PLAY/PAUSE]**.

Press **[PATTERN/SONG]** to enter the pattern page.

Press **[RECORD]** to enter a record-ready state.
The LCD will display “Rec Mode: Normal”.

Press **[PLAY/PAUSE]** to start recording.

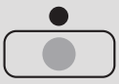
Press **[STOP]** to stop recording.



RECORDING A PATTERN IN STEP MODE

Press **[PATTERN/SONG]** to enter the pattern page.

Press **[RECORD]** to enter a record-ready state.
The LCD will display “Rec Mode: Normal”.



Press **[+]** to choose “RecMode: Step”.

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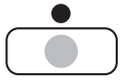
Press **[PLAY/PAUSE]** to start recording.
The LCD will display Pad and Velocity values.

Hit the pad to be recorded. The pad will record the velocity as well as the voice.

Press to move one step forward.

Press to move one step backward.

When complete, press **[STOP]** to stop recording.

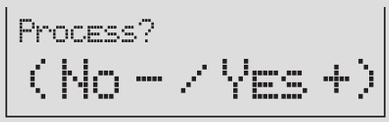


NAMING AND SAVING USER PATTERNS

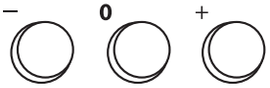
User patterns will be saved automatically after the **[STOP]** button is pressed.
Press **[MENU/ENTER]** to enter the naming menu under Pattern Record mode.
Press **[MENU/ENTER]** again to display the "No-/Yes+" menu to confirm.
See Naming section on page 9.

Use **[+]** / **[-]** buttons or the data entry buttons to select a User pattern (051 – 100).
Press **[COPY/SAVE]**.
The LCD will display "Ptn Sel/Ptn/Part".

Use **[+]** / **[-]** to select the destination User pattern number.
Press **[MENU/SAVE]** to continue.
The LCD will display "No-/Yes+".



Press Yes **[+]** to confirm or press No **[-]** to cancel.



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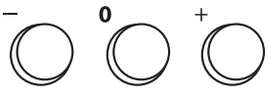
EDITING PATTERNS IN STANDBY MODE

To erase the currently selected User pattern set (all the Main patterns with their Fill patterns), User patterns (A or B, Main or Fill), or a drum part, do the following:

Press **[ERASE]**

Use **[+]** / **[-]** buttons to select what to erase:



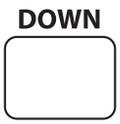
"Erase Ptn Set" for User pattern set

"Erase Ptn" for User patterns

"Erase Ptn Part: xx" for a drum part.

Press **[DOWN]** and strike the appropriate pad to select a part.

Then press **[DOWN]** to erase your selected pattern set, pattern or part.



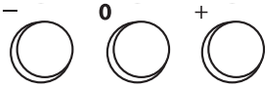
A confirmation will be displayed:

or:

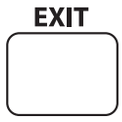
Press **[MENU/ENTER]** to execute.

The Process Confirmation Screen will be presented.

Then press **[+]** to process or **[-]** to cancel



At any time you may press **[EXIT]** to cancel.



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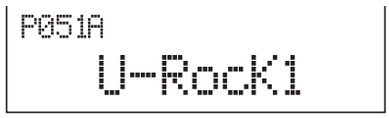
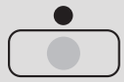
EDITING PATTERNS DURING RECORDING

Select the desired source Pattern **[+]** / **[-]** and Set (**A,AF,B,BF**).



Enter "Recording Setup."



Select Mode: **[+]** / **[-]** – Normal or Step

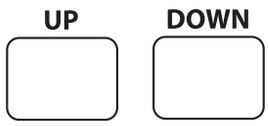
Press **[Play/Pause]** to begin editing.

Step Mode

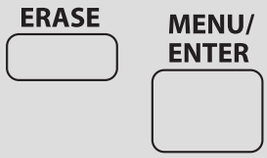
In Step mode you may erase a single note or change its velocity.

Use **[F.F/NEXT]** and **[REW/PREV]** to locate the step which contains the note to be modified or erased

Use **[DOWN]** / **[UP]** to select the note



To erase a single note, press **[ERASE]** and then press **[MENU/ENTER]** to confirm.



To change the velocity setting, press **[+]** / **[-]** or use the numeric keys to set the desired velocity.

Press Stop to exit Step mode and save changes

Normal Mode

To erase several beats of a drum part do the following:

Press and hold the **[ERASE]** button.

Trigger a drum part to start erasing (the part cannot be changed during erasing).

Release the **[ERASE]** button.

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SONG MODE

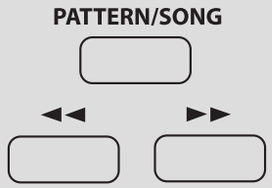
BASICS

The SDMP1 allows for 100 songs that may be recorded, edited and played back. There are no pre-set songs so they may all be considered User.

A song has a maximum of 128 "steps" which are linked together to create the whole song. Each step contains pattern sub-set and main-to-fill switching information.

To select a song for recording or playback, press the **[PTN/SONG]** button to display the currently selected song.

Then use the **[+]** / **[-]** buttons, the numeric keys or the **[F.F/NEXT]** and **[REW/PREV]** buttons to select the desired song number.

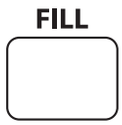


The LCD screen will display the initial pattern, song number and step.

SONG PLAYBACK CONTROLS

BUTTON	STOPPED	PLAYING	PAUSED
⏯	Play	Pause	Play
⏩	Next Song		
⏪	Previous Song		
⏹		Stop	Stop

During playback, the current step may be repeated by holding the **[FILL]** button.



RECORDING SONGS IN NORMAL MODE

BUTTON	STOPPED	READY	RECORDING	PAUSED
⏺	Record Ready	Standby		
⏯		Record	Pause	Resume
⏹		Standby	Standby	Standby
⏩	Next Song			
⏪	Previous Song			

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RECORDING SONGS IN STEP MODE

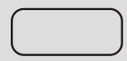
BUTTON	STANDBY	READY	PAUSED
●	Ready	Standby	
▶❚❚		Record	
▶▶			Next Step
◀◀			Previous Step
■		Standby	Standby

EDITING A SONG IN STANDBY MODE

In standby (stopped) state, songs may be erased or copied.

To erase a song:

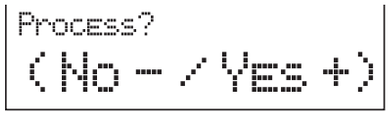
Press the **[PTN/SONG]** button and use the **[+]** / **[-]** buttons or the numeric keys to select the desired song.



Press the **[ERASE]** button.

Press **[MENU/ENTER]** to execute.

The Erase confirmation screen will be shown.



The Process confirmation screen will be shown.

Press **[+]** / **[-]** to confirm or cancel.

Or press **[EXIT]** to cancel.

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To copy the currently selected song:

Press the **[SAVE/COPY]** button.

Press the **[+]** / **[-]** buttons or the numeric keys to select the destination song number.

Press **[DOWN]** to enter the step number after which the copied song should be inserted and press the **[+]** / **[-]** or numeric keys to select the desired offset.

To replace the entire song, the destination song number should be erased first.

Press **[MENU/ENTER]** and use **[+]** / **[-]** to confirm or cancel.

EDITING A SONG DURING RECORDING (STEP MODE ONLY)

During recording you may erase a step, insert a step and/or change patterns or main-to-fill switching times.

Press **[REC]** to enter Step Recording mode.

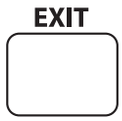
To erase the current step:

Use the **[F.F/NEXT]** / **[REW/PREV**] buttons to locate the step to be erased.

Press the **[ERASE]** button, then press the **[MENU/ENTER]** button to erase the step.

No additional confirmation will be required.

Or press **[EXIT]** to cancel.



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To change patterns or main-to-fill switching time:

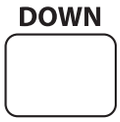
Use the **[F.F/NEXT]** / **[REW/PREV]** buttons to locate the step to be modified

Use the **[+]** / **[-]** or data entry buttons to select another pattern if desired.

Press the **[DOWN]** button to select the Fill pattern screen.

Use the numeric keys or the **[+]** / **[-]** buttons to select a Fill pattern.

Press **[DOWN]** again to set the main-to-fill switching time using the numeric keys or the **[+]** / **[-]** buttons.



To insert a step:

Use the **[F.F/NEXT]** / **[REW/PREV]** buttons to locate the step that is positioned before the desired insert position.

Press **[SAVE/COPY]** and the confirmation screen will appear.

Press the **[MENU/ENTER]** button to insert the step.

Press **[STOP]** to return to standby mode.

Or press **[EXIT]** to cancel.

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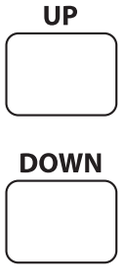
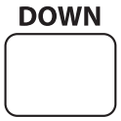
METRONOME

Press **[DOWN]** / **[UP]** buttons to select "Metronome" and press the **[MENU/ENTER]** button to select the Metronome menu.



Press **[+]** / **[-]** to select "On/Off/Recording." If click is ON, the Metronome will start automatically.

Press **[DOWN]** to enter the volume menu, and press the **[+]** / **[-]** buttons or the data entry buttons to adjust the Metronome volume. Volume range: 0–32.



Press **[DOWN]** to enter the interval menu, and press **[+]** / **[-]** buttons to select the Metronome interval. Interval selections: 1/4, 1/8, 1/12, 1/16, and 1/24.

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DRUM INSTRUMENT LIST

#	Name
Acoustic Kick	
1	24" Maple Bass Drum
2	22" Maple Bass Drum
3	22" Birch Bass Drum
4	22" Attack Bass Drum
5	24" Rock Bass Drum
6	22" Resonant Bass Drum
7	Dance 1 Bass Drum
8	20" Dry Bass Drum
9	18" Jazz Bass Drum
10	22" Dry Jazz Bass Drum
11	20" Dry Jazz Bass Drum
12	24" Open Big Band Bass Drum
13	22" Dry Big Band Bass Drum
14	22" Single Head Bass Drum
15	20" Open Jazz Bass Drum
16	20" Dry Funk Bass Drum
17	20" Resonant Funk Bass Drum
18	22" Dry Funk Bass Drum
19	22" Resonant Hip Hop Bass Drum
20	20" Dry Hip Hop Bass Drum
21	Buzz Bass Drum 1
22	20" Open Hip Hop Bass Drum
23	Vintage Open Bass Drum
24	Vintage single Head Bass Drum
25	Vintage Dry Bass Drum
26	Power Bass Drum
27	20" Birch Bass Drum
28	Progressive Bass Drum
29	22" Maple 2 Bass Drum
30	20" Maple Bass Drum
31	20" Tight Bass Drum
32	24" Loose Bass Drum
33	22" Tight Bass Drum
34	22" Tone Bass Drum
35	20" Tone Bass Drum
36	18" Single Head Jazz Bass Drum
37	20" Single Head Bass Drum
38	24" Tone Bass Drum
39	24" Loose Bass Drum
40	22" Punch Bass Drum
41	22" Power Bass Drum
42	Buzz 2 Bass Drum
43	Dance 2 Bass Drum
44	22" Open Jazz Bass Drum
45	22" Rock Bass Drum
46	22" Power 2 Bass Drum
47	24" Rock Bass Drum
48	22" Open Rock Bass Drum
49	Gran Cassa Bass Drum
Electronic Kick	
50	Rave 1 Bass Drum
51	Dry House 1 Bass Drum
52	Dry House 2 Bass Drum
53	Dry House 3 Bass Drum
54	Step Bass Drum
55	Techno Bass Drum
56	Drum N Bass Bass Drum
57	Junkyard Kick Bass Drum
58	Dirty Bass Drum
59	Industry Kick Bass Drum
60	Low Fi Bass Drum
61	Disco Bass Drum
62	808 Bass Drum
63	808 2 Bass Drum
64	808 Long Bass Drum
65	909 Bass Drum
66	Voice Bass Drum
67	Vox Bass Drum
68	Rave 2 Bass Drum
69	Dry Rave Bass Drum
70	Super Rave Bass Drum
71	Space 1 Bass Drum
72	Dry Space Bass Drum
73	Dance Hall Bass Drum
74	Dry Punch Bass Drum
75	Dance Hall 2 Bass Drum
76	Space 2 Bass Drum
77	Dance Hall 3 Bass Drum
78	Space 3 Bass Drum
79	Bounce Bass Drum
80	Angry Bass Drum
81	Reverse Bass Drum
82	Hallow Bass Drum
83	Dry Bass Drum
84	Saw Bass Drum
85	Space 4 Bass Drum
86	Simmons SD5 1 Bass Drum
87	Simmons SD5 2 Bass Drum
88	Simmons SD5 3 Bass Drum
89	Simmons SD5 4 Bass Drum
90	Simmons SD1 Bass Drum
91	Simmons SD9 1 Bass Drum
92	Simmons SD9 2 Bass Drum
93	Simmons SD9 3 Bass Drum
94	Simmons SD9 4 Bass Drum
Acoustic Snare	
95	14" Steel Snare Low
96	14" Steel Snare Low Rim
97	14" Steel Snare High
98	14" Steel Snare 2 Hi Rim
99	14" Brass Snare Lo
100	14" Brass Snare Lo Rim
101	14" Tight Steel Snare
102	14" Tight Steel Rim
103	14" Brass Snare Hi Rim
104	14" Brass Snare Cross Stick
105	12" Popcorn Snare
106	14" Maple Snare Lo
107	14" Maple Snare Mid
108	14" Maple snare Hi
109	Anvil Snare
110	13" Tight Maple
111	14" Studio Maple Lo
112	14" Studio Maple Mid
113	14" Maple Funk Snare
114	14" Maple Funk Snare Rim
115	14" Steel Funk Snare
116	14" Steel Funk Snare Rim
117	Cross Stick
118	Fusion Snare
119	Wood Stick
120	Room Snare
121	Vintage Snare 1
122	Vintage Snare 1 Rim
123	Lo-Fi Snare
124	Splatch
125	Piccolo Snare 1
126	Piccolo Snare Rim 1
127	14" Brass Muffled
128	14" Brass Snare Muffled Rim
129	Vintage Snare 2
130	Vintage Snare 2 Rim
131	Filtered Snare
132	Studio Snare Cross Stick Hi
133	Studio Snare
134	Studio Snare Cross Stick
135	R&B Snare
136	R&B Snare Cross Stick
137	Progressive Snare
138	Progressive Snare Cross Stick
139	Lo Fi Snare
140	Lo Fi Snare Rim
141	Deep Snare
142	80's Snare Hi
143	80's Snare Lo
144	Distant Power Snare
145	Deep Maple Muffled
146	Studio Snare 2
147	Studio Snare 3
148	Jazz Snare 1
149	Jazz Snare Rim
150	Jazz Brush Snare
151	Jazz Brush Snare Rim
152	Jazz Snare 2
153	Jazz Snare 3
154	Brush Sweep Snare
155	Brush Snare
156	Brush Snare Rim
157	Hard Brush Snare
158	Hit Brush Snare
159	Soft Brush Snare 1
160	Soft Brush Snare 2
161	Brush Long Roll Snare
Electronic Snare	
162	House Snare 1
163	House Snare 2
164	Step Snare
165	Step Snare Cross Stick
166	Techno Snare 1
167	Techno Snare 2
168	606 Snare
169	808 Snare
170	808 Snare Cross Stick
171	909 Snare
172	Industry Snare
173	Industry Snare Stick
174	Drum n Bass Snare 1
175	Drum n Bass Snare 2
176	Junkyard Snare
177	Junkyard EFX
178	Dirty Snare
179	Voice Snare 1
180	Voice Snare 2
181	Voice Snare Rim
182	Voice X-Stick
183	Electonica Snare 1
184	Poison Snare
185	Tone Snare
186	Short Snare
187	Poison Snare 2
188	Buzz Snare 1
189	Buzz Snare 2
190	Rave Snare 1
191	Poison Snare 3
192	Rave Snare 2
193	Poison Snare 4
194	Tight Snare
195	Electonica Snare 2
196	Electonica Snare 3
197	Long Snare
198	Soft Snare
199	Reverse Snare
200	Tight Snare 1
201	Punch Snare
202	Snappy Snare 1
203	Snappy Snare 2
204	Crackless Snare
205	Techno Snare 3
206	Techno Snare 4
207	Rave Snare 3
208	High Snare
209	Tight Snare 2
210	Tight Snare 4
211	Tight Snare Rim
212	Snappy Snare 3
213	Snappy Snare 4
214	Simmons SD5 Snare 1
215	Simmons SD5 Snare 2
216	Simmons SD5 Snare 3
217	Simmons SD5 Snare 4
218	Simmons SD7 Snare 1
219	Simmons SD7 Snare 2
220	Simmons SD9 Snare 1
221	Simmons SD9 Snare 2
222	Simmons SD9 Snare 3
223	Simmons SD9 Snare 4
Acoustic Tom	
224	Open Tom 1
225	Open Tom 2
226	Open Tom 3
227	Open Tom 4
228	Open Tom 5
229	Open Tom 6
230	Attack Tom 1
231	Attack Tom 2
232	Attack Tom 3
233	Attack Tom 4
234	Attack Tom 5
235	Attack Tom 6
236	Single Head Tom 1
237	Single Head Tom 2
238	Single Head Tom 3
239	Single Head Tom 4
240	Single Head Tom 5
241	Single Head Tom 6
242	Room Tom 1
243	Room Tom 2
244	Room Tom 3
245	Room Tom 4
246	Room Tom 5
247	Room Tom 6
248	Resonant Tom 1
249	Resonant Tom 2
250	Resonant Tom 3
251	Resonant Tom 4

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DRUM INSTRUMENT LIST

#	Name
252	Resonant Tom 5
253	Resonant Tom 6
254	Rock Tom 1
255	Rock Tom 2
256	Rock Tom 3
257	Rock Tom 4
258	Rock Tom 5
259	Rock Tom 6
260	Dry Tom 1
261	Dry Tom 2
262	Dry Tom 3
263	Dry Tom 4
264	Dry Tom 5
265	Dry Tom 6
266	Gated Tom 1
267	Gated Tom 2
268	Gated Tom 3
269	Gated Tom 4
270	Gated Tom 5
271	Gated Tom 6
272	Blasticks Tom 1
273	Blasticks Tom 2
274	Blasticks Tom 3
275	80's Tom 1
276	80's Tom 2
277	80's Tom 3
278	Funk Tom 1
279	Funk Tom 2
280	Funk Tom 3
281	Fusion Tom 1
282	Fusion Tom 2
283	Fusion Tom 3
284	Vintage 60s Tom 1
285	Vintage 60s Tom 2
286	Vintage 60s Tom 3
287	Vintage Soft Tom 1
288	Vintage Soft Tom 2
289	Vintage Soft Tom 3
290	Vintage 70s Tom 1
291	Vintage 70s Tom 1
292	Vintage 70s Tom 1
293	Hip Hop Tom 1
294	Hip Hop Tom 2
295	Hip Hop Tom 3
296	Hip Hop Tom 4
297	Hip Hop Tom 5
298	Hip Hop Tom 6
299	Vintage Jazz Tom 1
300	Vintage Jazz Tom 2
301	Vintage Jazz Tom 3
302	Ring Tom 1
303	Ring Tom 2
304	Ring Tom 3
305	Ring Tom 4
306	Ring Tom 5
307	Ring Tom 6
308	Closed Brush Tom 1
309	Closed Brush Tom 2
310	Closed Brush Tom 3
311	Closed Brush Tom 4
312	Closed Brush Tom 5
313	Closed Brush Tom 6
314	Open Brush Tom 1
315	Open Brush Tom 2
316	Open Brush Tom 3
317	Open Brush Tom 4
318	Open Brush Tom 5
319	Open Brush Tom 6
320	Concert Tom 1
321	Concert Tom 2
322	Concert Tom 3
323	Octoban 1
324	Octoban 2
325	Octoban 3
326	Roto Tom High
327	Roto Tom Mid
328	Roto Tom Ring High
329	Roto Tom Ring Low
330	Roto Tom Bend Mid
331	Roto Tom Bend Lo
332	Tom Rim
	Electronic Tom
333	606 Tom 1
334	606 Tom 2
335	606 Tom 3
336	606 Tom 4
337	606 Tom 5
338	606 Tom 6
339	808 Tom 1
340	808 Tom 2
341	808 Tom 3
342	808 Tom 4
343	808 Tom 5
344	808 Tom 6
345	Rave Tom 1
346	Rave Tom 2
347	Rave Tom 3
348	Rave Tom 4
349	Rave Tom 5
350	Rave Tom 6
351	Step Tom 1
352	Step Tom 2
353	Step Tom 3
354	909 Tom1 1
355	909 Tom1 2
356	909 Tom1 3
357	909 Tom2 1
358	909 Tom2 2
359	909 Tom2 3
360	Junkyard Tom 1
361	Junkyard Tom 2
362	Junkyard Tom 3
363	Dirty Tom 1
364	Dirty Tom 2
365	Dirty Tom 3
366	Voice Tom 1
367	Voice Tom 2
368	Voice Tom 3
369	Voice Tom 1
370	Voice Tom 2
371	Voice Tom 3
372	Voice Tom 1
373	Voice Tom 2
374	Voice Tom 3
375	Industry Tom 1
376	Industry Tom 2
377	Industry Tom 3
378	Simmons SD5 Tom A-1
379	Simmons SD5 Tom A-2
380	Simmons SD5 Tom A-3
381	Simmons SD5 Tom B-1
382	Simmons SD5 Tom B-2
383	Simmons SD5 Tom B-3
384	Simmons SD7 Tom A-1
385	Simmons SD7 Tom A-2
386	Simmons SD7 Tom A-3
387	Simmons SD7 Tom B-1
388	Simmons SD7 Tom B-2
389	Simmons SD7 Tom B-3
390	Simmons Byuu
391	Simmons SD9 Tom 1
392	Simmons SD9 Tom 2
393	Simmons SD9 Tom 3
394	Simmons SD9 Tom 4
395	Simmons SD9 Tom 5
396	Simmons SD9 Tom 6
	Ride
397	Classic Ride
398	Classic Ride Edge
399	Standard 20" Ride
400	Standard 22" Ride
401	Standard Ride Bell
402	Rock Ride
403	Rock Bell
404	Dry Ride
405	Dry Ride Bell
406	Ping Ride
407	Jazz Ride
408	Brush Ride
409	60's Ride
410	60's Ride Bell
411	60's Ride Edge
412	Pop Ride
413	Pop Ride Edge
414	Rivet Ride
415	Fusion Ride
416	Trashy Ride
417	Flat Ride
418	Vintage Ride
419	Vintage Ride Bell
420	707 Ride
421	Techno Ride
422	Junkyard Break
423	Junkyard Metal
	Crash
424	Standard Crash 1
425	Standard Crash 2
426	Standard Crash 3
427	Standard China
428	Standard Crash 4
429	Standard Crash 1 Bell
430	Standard Crash 2 Bell
431	Low China
432	Bright Crash 1
433	Bright Crash 2
434	Bright Crash 3
435	Bright China
436	Splash
437	Rock China
438	Rock Crash
439	Rock Crashe
440	Small Crash
441	Rock Splash
442	Jazz Splash
443	Brush Crash
444	Crystal Crash
445	Metal China 1
446	Metal China 2
447	Trashy Crash
448	Jazz China
449	Piatti
450	606 Cymbal 1
451	606 Cymbal 2
452	808 Cymbal 1
453	808 Cymbal 2
454	808 Cymbal 3
455	909 Cymbal
456	Junkyard Cymbal 1
457	Junkyard Cymbal 2
458	FX Cymbal 1
459	FX Cymbal 2
460	Industrial Short
461	Industrial Long
462	Reverse Crash
	Hi Hats
463	Standard HH Open 1
464	Standard HH Open 2
465	Standard HH Open 3
466	Standard HH Open Rim
467	Rock HH Open
468	Pop HH Open
469	Pop HH Open Rim
470	Brush HH Open
471	60's HH Open
472	Mini HH Open
473	Mini HH Open Rim
474	Bright HH Open 1
475	Bright HH Open 2
476	Jazz HH Open
477	Trashy HH Open
478	Voice HH Open
479	House HH Open
480	606 HH Open
481	808 HH Open
482	909 HH Open
483	Junkyard HH Open
484	Dirty HH Open
485	Bass HH Open
486	Standard HH Close 1
487	Standard HH Close 2
488	Rock HH Close
489	Pop HH Close
490	Pop HH Close Rim
491	Brush HH Close
492	60's HH Close
493	Mini HH Close
494	Mini HH Close Rim
495	Bright HH Close 1
496	Bright HH Close 2
497	Bright HH Close Rim
498	Jazz HH Close
499	Trashy HH Close
500	Voices HH Close
501	House HH Close
502	606 HH Close
503	808 HH Close

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DRUM INSTRUMENT LIST

#	Name
504	909 HH Close
505	Junkyard HH Close
506	Dirty HH Close
507	Bass HH Close
508	Standard HH Pedal 1
509	Standard HH Pedal 2
510	Rock HH Pedal
511	Pop HH Pedal
512	Brush HH Pedal
513	60's HH Pedal
514	Mini HH Pedal
515	Bright HH Pedal 1
516	Bright HH Pedal 2
517	Jazz HH Pedal
518	Trashy HH Pedal
519	Voices HH Pedal
520	House HH Pedal
521	606 HH Pedal
522	808 HH Pedal
523	Junkyard HH Pedal
524	Dirty HH Pedal
525	Bass HH Pedal
526	Closing HH
527	Standard Splash
528	Pop Splash
529	Sky Splash
530	Bright Splash
531	Bright 2 Splash

Percussion

532	Metronome Bell
533	Metronome Click
534	Sticks Click
535	Finger Snaps 1
536	Finger Snaps 2
537	Solo Hand Clap
538	House Clap
539	Standard Clap
540	Big Clap
541	Simmons SD5 Clap
542	Simmons SD7 Clap
543	Tambourine 1
544	Tambourine 2
545	Tambourine Hit
546	Tambourine Roll
547	78 Tambourine
548	Vibraslap
549	Agogo Low
550	Agogo High
551	Bongo High 1
552	Bongo Low 1
553	Bongo High 2
554	Bongo Low 2
555	Conga Slap Low
556	Conga Slap High
557	Open Conga High
558	Open Conga Low
559	Conga Slap
560	Conga bend
561	Mute Conga
562	Conga High
563	Conga Low
564	Electronic Conga
565	808 Conga High
566	808 Conga Mid
567	808 Conga Low
568	Voice Conga High
569	Voice Conga Low
570	Timbale High
571	TimbaleLow
572	TimbaleLow2
573	Standard Cowbell
574	Cha Cha Bell
575	Bongo Bell
576	Mambo Bell
577	Songo Bell
578	808 Cowbell
579	Simmons SD 5 Cowbell
580	Shaker
581	Cabasa
582	Maracas
583	808 Maracas
584	Short Whistle
585	Long Whistle
586	Guiro Short
587	Guiro Long
588	78 Guiro
589	Claves
590	808 Clave
591	Woodblock
592	Woodblock Low
593	78 Woodblock
594	Cuica Muted
595	Cuica Open
596	Triangle Muted
597	Triangle Open
598	78 Triangle
599	Sleigh Bells
600	Wind Chime
601	Bell Tree
602	Finger Cymbal
603	Finger Cymbal Muted
604	Castanets
605	Surdo Muted
606	Surdo Open
607	Taiko
608	Lotus Drum
609	Rain Stick
610	Slap Stick
611	Open Tabla High
612	Tabla Mute 1
613	Open Tabla Low
614	Open Tabla Mid
615	Slap Tabla
616	Tabla Mute 2
617	Tabla bend
618	Gong
619	Timpani High
620	Timpani Low
621	Orchestra Hand Cymbals
622	Gran Cassa and Piatti
623	Orchestra Hit
624	Techno Hit
625	Horns Hit
626	Voice Hit

Melodic

627	Glockenspiel
628	Music Box
629	Vibraphone
630	Marimba
631	Xylophone
632	Tubular Chime
633	Steel Drum

SFX

634	Junkyard Spring
635	Electric Slide 1
636	Electric Slide 2
637	High Punch
638	Metal Punch
639	Hi Q Zip
640	Hi Q Zap
641	Saw Wave
642	Ding Bell
643	Punch
644	Low Punch
645	Cartoon Punch
646	Double Punch
647	Glass Break
648	Boing
649	Stream
650	Drain
651	Cat
652	Cricket
653	Baby Bird
654	Birds
655	Look At Da Birdie
656	Start Up
657	Spike Jr
658	Spike
659	Voice Cough
660	Voice Ugh
661	Voice Mmmm
662	Voice Breath
663	Voice Pfuit
664	Applause
665	crowd cheer
666	Stadium Cheer
667	LOL
668	Scream
669	Heartbeat
670	Vintage Phone
671	Church Bell
672	Step 1
673	Step 2
674	Creaky Door
675	Shut the Door
676	Start the Car
677	Skid Marks
678	Drive By
679	Giddy Up
680	Train
681	Helicopter
682	Pipe
683	Thunder
684	Sonar
685	Explosion
686	Cannon
687	Bomb
688	Gun Shot 1
689	Gun shot 2
690	Rifle Shot
691	A-K
692	Laser Ray
693	Celestial

Guitar FX

694	Guitar Short Chop
695	Guitar Mute 1
696	Guitar Mute 2
697	Guitar Mute 3
698	Guitar Chop 1
699	Guitar Chop 2
700	Oh Yeah
701	Rock On
702	Guitar Slide

DJ FX

703	DJ Wha
704	DJ Freh
705	DJ Rub 1
706	DJ Ehvit
707	DJ Rub 2
708	DJ Cut
709	DJ Chikah
710	DJ Rub 3
711	DJ Rub 4
712	DJ Chop
713	DJ Cut 2
714	DJ Rub 5
715	DJ Rub 6
716	DJ Wiki Wiki
717	DJ Rub 7
718	DJ Shot
719	DJ Rub 8
720	DJ Needle Scratch
721	DJ Break
722	DJ Rewind

Loops

723	Electronica
724	Ballywood 1
725	Ballywood 2
726	Drum Loop1
727	Drum Loop2
728	Drum Loop3
729	Drum Loop4
730	Drum Loop5
731	Mute

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DRUM KIT LIST

#	Preset Kit	#	Preset Kit	#	Preset Kit	#	Preset Kit
1	Open Kit	12	Fusion Kit	23	R&B Kit	34	Step Kit
2	Attack Kit	13	Jazz Kit	24	Latin Kit	35	Industry Kit
3	Standard Kit 1	14	Brush Kit 2	25	Brazil Kit	36	Voice Kit
4	Room Kit	15	Standard Kit 2	26	Steel Drum Kit	37	Techno Kit
5	Simmons Kit 1	16	Pop Kit	27	Orchestral Kit	38	Drum N Bass Kit
6	Simmons Kit 2	17	Prog Kit	28	Tabla Kit	39	Dirty Kit
7	Rave Kit	18	Single Headed Kit	29	Simmons Kit 3	40	Junkyard Kit
8	808 Kit	19	Vintage'69 Kit	30	Simmons Kit 4	41	DoubleBass
9	Precussion Kit	20	Vintage'71 Kit	31	909 Kit		
10	Brush Kit 1	21	Vintage'76 Kit	32	606 KIt		
11	Funk Kit	22	Roto Tom Kit	33	DJ EFX Kit		

PRESET PATTERN LIST

Number	Name	Tempo	Kit
1	Rock1	100	1
2	Rock2	120	1
3	Rock3	100	1
4	HardRock	120	1
5	Blues	100	4
6	Pop1	90	1
7	Pop2	120	1
8	Pop3	100	1
9	Pop4	100	1
10	Pop5	60	1
11	HipHop1	100	8
12	HipHop2	110	8
13	R&B1	120	8
14	R&B2	90	8
15	R&B3	90	8
16	Dance1	120	8
17	Dance2	120	8
18	Dance3	120	8
19	Dance4	120	8
20	Dance5	120	8
21	Funk1	100	11
22	Funk2	100	11
23	Fusion1	100	1
24	Fusion2	100	1
25	Swing	130	14
26	Bigband	160	13
27	Jazz1	150	14
28	Jazz2	120	14
29	Bossa	130	11
30	Samba	120	11
31	Rhumba	110	1
32	Mambo	110	1
33	Latin1	110	1
34	Reggae	80	1
35	Country1	120	4
36	Country2	70	4
37	Country3	120	4
38	Ballad1	90	1
39	Ballad2	70	1
40	Ballad2	90	1
41	Garage	130	4
42	Punk	140	1
43	Sky	140	1
44	Arabic	110	1
45	Arabic	110	9
46	Dangdut	150	9
47	Latin2	110	9
48	Latin3	140	9
49	Newage1	120	9
50	Newage2	140	9

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GENERAL MIDI VOICE LIST

PIANO
001 Acoustic Grand Piano
002 Bright Acoustic Piano
003 Electric Grand Piano
004 Honky-Tonk Piano
005 Electric Piano 1
006 Electric Piano 2
007 Harpsichord
008 Clavichord

CHROMATIC PERCUSSION
009 Celesta
010 Glockenspiel
011 Music box
012 Vibraphone
013 Marimba
014 Xylophone
015 Tubular Bells
016 Dulcimer

ORGAN
017 Drawbar Organ
018 Percussive Organ
019 Rock Organ
020 Church Organ
021 Reed Organ
022 Accordion
023 Harmonica
024 Tango Accordion

GUITAR
025 Acoustic Nylon Guitar
026 Acoustic Steel Guitar
027 Electric Jazz Guitar
028 Electric Clean Guitar
029 Electric Muted Guitar
030 Overdriven Guitar
031 Distortion Guitar
032 Guitar Harmonics

BASS
033 Acoustic Bass
034 Electric Bass (finger)
035 Electric Bass (pick)
036 Fretless Bass
037 Slap Bass 1
038 Slap Bass 2
039 Synth Bass 1
040 Synth Bass 2

STRINGS
041 Violin
042 Viola
043 Cello
044 Contrabass
045 Tremolo Strings
046 Pizzicato Strings
047 Orchestral Harp
048 Timpani

ENSEMBLE
049 String Ensemble 1
050 String Ensemble 2
051 Synth Strings 1
052 Synth Strings 2
053 Choir "Aahs"
054 Voice "Oohs"
055 Synth Voice
056 Orchestra Hit

BRASS
057 Trumpet
058 Trombone
059 Tuba
060 Muted Trumpet
061 French Horn
062 Brass Section
063 Synth Brass 1
064 Synth Brass 2

REED
065 Soprano Sax
066 Alto Sax
067 Tenor Sax
068 Baritone Sax
069 Oboe
070 English Horn
071 Bassoon
072 Clarinet

PIPE
073 Piccolo
074 Flute
075 Recorder
076 Pan Flute
077 Bottle Blow
078 Shakuhachi
079 Whistle
080 Ocarina

SYNTH LEAD
081 Lead 1 (square)
082 Lead 2 (sawtooth)
083 Lead 3 (caliope lead)
084 Lead 4 (chiff lead)
085 Lead 5 (charang)
086 Lead 6 (voice)
087 Lead 7 (fifths)
088 Lead 8 (bass + lead)

SYNTH PAD
089 Pad 1 (new age)
090 Pad 2 (warm)
091 Pad 3 (polysynth)
092 Pad 4 (choir)
093 Pad 5 (bowed)
094 Pad 6 (metallic)
095 Pad 7 (halo)
096 Pad 8 (sweep)

SYNTH EFFECT
097 FX 1 (rain)
098 FX 2 (soundtrack)
099 FX 3 (crystal)
100 FX 4 (atmosphere)
101 FX 5 (brightness)
102 FX 6 (goblins)
103 FX 7 (echoes)
104 FX 8 (sci-fi)

ETHNIC
105 Sitar
106 Banjo
107 Shamisen
108 Koto
109 Kalimba
110 Bagpipe
111 Fiddle
112 Shanai

PERCUSSIVE
113 Tinkle Bell
114 Agogo
115 Steel Drums
116 Woodblock
117 Taiko Drum
118 Melodic Tom
119 Synth Drum
120 Reverse Cymbal

SOUND EFFECT
121 Guitar Fret Noise
122 Breath Noise
123 Seashore
124 Bird Tweet
125 Telephone Ring
126 Helicopter
127 Applause
128 Gunshot

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MIDI IMPLEMENTATION CHART

Function		Transmitted	Recognized	Remarks
Basic	Default	10 ch	1–16 ch	
Channel	Changed	O	O	
	Default	X	X	
Mode	Messages	X	X	
	Altered	**********	**********	
Note		0–127	0–127	
Number:	True voice	**********	0–127	
Velocity	Note on	0 99H, V=1–127	O	
	Note off	0 99H,V=0	O	
After	Key's	X	X	
Touch	Channel's	X	X	
Pitch Bend		X	X	
Control	0	X	X	Bank Select
Change	1	X	X	Modulation
	4	X	X	Foot Switch
	5	X	X	Portamento Time
	6	X	X	Data Entry
	7	X	X	Volume
	10	X	X	Pan
	11	X	X	Expression
	64	X	X	Sustain Pedal
	65	X	X	Portamento ON/OFF
	66	X	X	Sostenuto Pedal
	67	X	X	Soft Pedal
	71	X	X	TVF Resonance modify
	72	X	X	Env release time modify
	73	X	X	Env attack time modify
	74	X	X	TVF cutoff freq modify
	75	X	X	Env decay time modify
	76	X	X	Vibrato rate modify
	77	X	X	Vibrato depth modify
	78	X	X	Vibrato delay modify
	80	X	X	Reverb Program
	81	X	X	Chorus Program
	86	X	X	Sustain pedal
	90	X	X	Pitch note
	91	X	X	Reverb Level
	93	X	X	Chorus Level
	120	X	X	All Sound Off
	121	X	X	Reset All Controllers
	123	X	X	All Notes Off
	126	X	X	Mono on
	127	X	X	Poly on
Program Change		0	0	
System Exclusive		X	X	
System	: Song Position	X	X	
Common	: Song Select	X	X	
	: Tune	X	X	
System	: Clock	0	0	
Real Time	: Commands	0	X	START /STOP/CONTINUE
Aux	: Local ON/OFF	X	X	
	: All Notes OFF	X	X	
Messages	: Active Sense	0	X	
	: Reset	X	X	

0: YES
X: NO

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SIMMONS®

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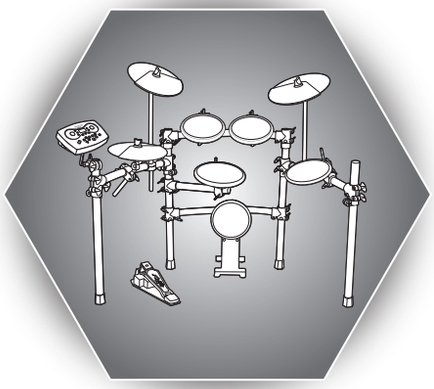
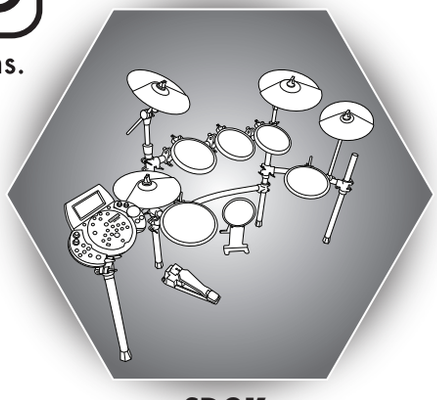
Full-featured drum kits, advanced practice pads, hybrid kits, versatile amps and more.



SD7PK

ELECTRONIC DRUM SET

High-quality pads and toms for pro feel. Sturdy frame and rack clamps enhances durability. Module includes 300 voices, 20 preset kits, 30 user kits, and USB connectivity.



SD9K

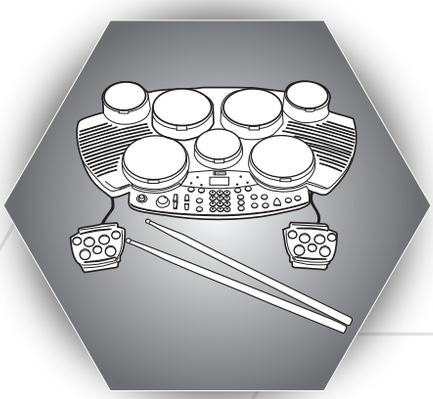
ELECTRONIC DRUM SET

Sleek-looking module includes 725 voices, 40 preset kits, and room for an additional 59 user kits. Includes dual-zone snare drum pad, plus three dual-zone, choke-able cymbals and Hi-Hat.

SDHB2

HYBRID DRUM KIT

Expand your acoustic drum kit with digital sounds. Includes two 9" pro pads, two piezo triggers, and all the cables you need. Module includes 300 voices, 20 present kits, 30 user kits and USB connectivity.



SDMK4

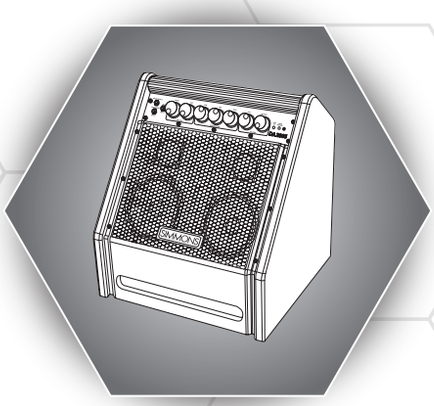
DIGITAL MULTI PAD ELECTRONIC DRUM SET

Ideal for practicing and recording on the go, this AC/DC powered digital drum multi-pad gives you 7 velocity-sensitive pads. Discover new rhythms with its 1000-note recording feature.

SD5K

ELECTRONIC DRUM SET

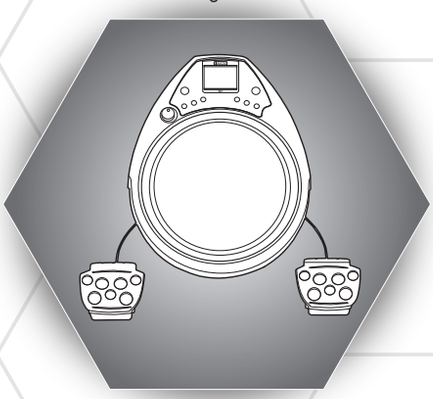
Versatile and easy to set up. Features sensitive drum pads that are durable, responsive and accurate. Sound module sports 237 sounds, 22 preset kits and storage for 10 user kit settings.



DA200S

200W STEREO DRUM AMP

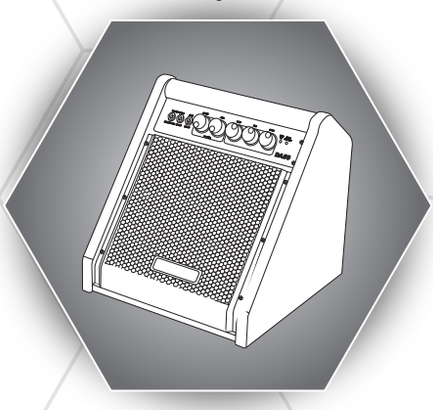
A 200-Watt, stereo drum amp featuring a 12" sub-woofer and a pair of mid-range and hi-frequency speakers. The 3-band EQ and 20 - 20kHz frequency response ensure great sound.



SD1

ELECTRONIC DRUM PRACTICE PAD

With 65 pad sounds and 24 rhythms, this advanced practice pad allows drummers to expand their skill set with a wide variety of rhythms. The ideal tool for building your speed, accuracy and timing.



DA50

50W DRUM AMP

Heavy-duty 10" speaker and 2" tweeter provide deep bass tones, accurate reproduction of snare and toms, and cymbals that cut through crystal clear. Features stereo and aux inputs. Turn the dimpled knobs with your drumstick!

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www.simmonsdrums.net

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